Garden System

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FOLLOWING RULES ARE VERY IMPORTANT:

TO TEST THE SYSTEM YOU MUST USE ONLY REAL OUTCOMES FROM EUROPEAN ROULETTE (Single 0), DO NOT USE AMERICAN ROULETTE (Double 0) OUTCOMES. DO NOT USE A RNG (Random Number Generator).OPTIONALLY, YOU CAN TEST THE SYSTEM BY PLAYING IT "FOR FUN" AT ANY REPUTABLE ONLINE CASINO. YOU WILL NEED SERIES OF 90 OUTCOMES EACH (Very rarely you will need 90 outcomes to finish a session, if ever). A SESSION COULD BE FROM 34 TO 90 SPINS LONG. 95% OF THEM ARE ABOUT 55

SPINS LONG. IT DOESN'T MEAN THAT YOU WILL BE BETTING ALL SPINS. MOST OF TIMES YOU WILL BET BETWEEN 1 AND 15 SPINS. EVERY SESSION CONSISTS IN TWO PARTS THAT WILL BE EXPLAINED LATER IN THIS DOCUMENT. OUTCOMES MUST BE SUCCESSIVE AND FROM THE SAME TABLE.

DO NOT COMBINE DIFFERENT STRINGS OF OUTCOMES. EXAMPLE: YOU HAVE A STRING OF 54 OUTCOMES, BUT YOU NEED 36 MORE TO COMPLETE THE REQUIRED 90; YOU CAN NOT TAKE THOSE 36 OUTCOMES FROM ANOTHER STRING. STRICTLY STICK TO THE SYSTEM, IT IS MECHANICAL AND THERE ARE NOT DECISIONS TO BE MADE.

PLAYING THE SYSTEM:

One of the facts I have had into account to design this system, is the fact that every serious roulette player must know:

THE LONGER TIME YOU STAY AT THE TABLE, THE HIGHER THE CHANCES THE CASINO TAKES ITS MATHEMATICAL ADVANTAGE.

Therefore the system aims to quickly win every session, or quickly finish a losing session; and it has set winning and losing limits. Don't play beyond these limits.

You will play 24 numbers flat bet; the odds are that you will win 64.8% of the spins. It means that out of 100 spins you would win 64.8 of them and the casino would win the others 35.2.

The results would be:

You: 12 x 64.8 = 777.6 Units

Casino: 24 x 35.2 = 844.8 Units

You lost = 67.2 Units

Some people could think: “Ok, if there is a 64.8% of chances to win every spin, I will try to win 3 or 4 spins in a row and then quit” Or even a worst thought: “Ok, if there is a 64.8% of chances to win every spin, I will keep betting until I think I have enough profit”

That is exactly what the casino wants you to do. Why?? Simple, they know that: THE LONGER TIME YOU STAY AT THE TABLE, THE HIGHER THE CHANCES THE CASINO TAKES ITS MATHEMATICAL ADVANTAGE.

I'm a believer that to win at roulette you must play a system that overcomes the casino advantage at least in the short or medium run; and every time you visit the

casino you try to hit and run.
What you deduce from the above calculation is that you need to win at least 67% (66.7% to be exact) of the spins to overcome the casino.
Ok, but how to win more than what the odds are (64.8%)?? That is the question every roulette player, who plays 24 numbers flat bet every spin, would like to have the answer for. And I think I have found something. I have deviced my system to try to overcome the casino mathematical advantage, at least in the medium run. And I'm trying to find out if it works in the long run.
Well, "The Garden" system is based on a "selection process" (to select the 24 numbers you will play) that has provide me with a 69.6% of winning spins. Exactly 2.9% over the necessary percentage to overcome the casino, and exactly 5.1% over what the odds are. It could seem just a bit, but it is actually a lot. It took me 7 years of research and investigation to develop this system.
I'm not going to explain now what my "selection process" is based on. You don't need to know its basics to test the system. I will explain you how to do it, and that's it for now. Later on, after you have tested the system, and decide if it is good or not; I will probably teach you the basics of the "selection process", if you so wish.
LET'S START:
EVERY SESSION CONSISTS OF TWO PARTS:
1) The Selection Process.
2) The Playing Period.
1) The Selection Process:
This is the first thing you do to start a session.
If there are scoreboards in the tables where you play, it will save you about 40 to 60 minutes of the selection process. Use the table's scoreboard and copy the numbers on paper, or write them down as they hit if there is not scoreboard. You must write the numbers in the same order they hit. When a number repeats, circle it. What you need is a group of 24 different numbers, with at least 10 * repeaters.(see UPDATE) It could take from 34 to 56 outcomes to find a group like this. Most times it takes about 50 outcomes
Example:
19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9, 35, 13, 2, 7, 24, 29, 20, 18, 0, 11
* x x x x *
* x x *
* x *
In this example we have finished a selection process successfully.
There are 10 repeaters, numbers 31, 34, 25, 16, 26, 12, 9, 2, 7, and 29.
Now you are wondering what are those "x". Every "x" means a hit of that number. So now you think: "Ok, so number 31 has hit 3 times". That is wrong, number 31

has hit 5 times.
Pay attention:
First time number 31 hits, you write it down. Second time it hits, you circled it. And every next time the number hits, you add it a "x".
Therefore: in the above example we have that, 31 has hit 5 times, 34 has hit 2 times, 25 has hit 2 times, 16 has hit 2 times, 26 has hit 3 times, 12 has hit 2 times, 9 has hit 4 times, 2 has hit 3 times, 7 has hit 2 times, 29 has hit 2 times, and all the others numbers have hit only 1 time. Later, you will learn why you need to know how many times a number has hit.
What if you come across with a non playable selection (less than 10 repeaters)? If you come across with a group of 24 numbers with less than 10 repeaters, that is a non playable selection. But don't worry, because it doesn’t happen too often. Also you can track 2 tables at the same time, if you have the chance. If you find a non playable selection, forget it and start a new one. DO NOT PLAY IT. I know it could be disappointing to track about 34 to 56 outcomes and then leave it, but I think Safety First.
IMPROVEMENTS APPLIED TO "THE GARDEN" SYSTEM.
To avoid so many unqualified sessions (the ones with less than 10 repeaters) I have tested and implemented a new rule. Originally, when you come across with a session with less than 10 repeaters, you should forget it and not play it. Well, I have changed that, and it has proved better results. Firstly, now the necessary amount of repeaters is not 10 anymore, but 9. Now with the new rule, when you come across with a session with less than 9 repeaters, DO NOT FORGET IT. What you should do is the following:
KEEP TRACKING UNTIL YOU GET 9 REPEATERS.
While tracking add new numbers at the end of the string and cross out the oldest number with only 1 hit (the closest one to the beginning of the string). Do this until you have 9 repeaters. Remember that you should ALWAYS HAVE ONLY 24 NUMBERS IN YOUR SELECTION. Do not forget to cross out the oldest number with only one hit every time you add a new number to the string. Do not forget to circle repeaters numbers as they hit. Once you have your 9 repeaters, stop tracking and start the playing period.

2) The Playing Period:
After you have a selection of 24 numbers, you start playing.
You place flat bets in all 24 numbers.
When you are ready to start and you have your chips, DO NOT BET THE FIRST SPIN. To start playing you have to wait until what would have been a winning happens, or until what would have been 3 loses in a row happens, whatever comes first. Keep tracking these "would be" numbers, as instructed below.
Lets continues with the above outcomes example:
19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9,

35, 13, 2, 7, 24, 29, 20, 18, 0, 11
* x x x x *
* x x *
* x *
Lets start with the most common and easy of the sessions. Lets say the first spin (the one you do not bet), number 20 hits; that would have been a winning, so next spin you start betting. Do not forget to track number 20 (circle it, as this is the second time it hits). Now your selection should look like this:
19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9,
35, 13, 2, 7, 24, 29, 20, 18, 0, 11
* x x x x *
* x x *
* x *
So, now you have placed flat bet in all the above numbers. Now lets say number 25 hits. That is a winning, and you are 12 units up.
NOW YOU FINISH THAT SESSION.
There are 3 circumstances under which you MUST FINISH a session :
a) When you are 12 units up, between 10 spins from the spin you started to place bets.
b) If you are not 12 units up between 10 spins, you keep playing until you are -12 units down. As soon as you are -12 units down you finish that session. You can do this until spin number 90 (counting from the first spin you have tracked, NOT from the first spin you have placed bets). Don't worry too much about this, as this very rarely happens, if ever. Usually you finish a session before play spin number 20. The longest session I have recorded is 31 spins to finish -12 units; and that have happened once in 750 sessions.
When I talk about 90 spins, I'm talking about the worst possible scenario. I think it is almost impossible to happen, since either you surely will finish the session under circumstance "a" or you will finish when you are -12 units before 90 spins (circumstance "b"), or you will finish the session under circumstance "c".
c) As soon as you are -84 or -96 units down, you finish that session. Of course it is the less common circumstance.
ALWAYS REMEMBER: There is a maximum of 10 spins to be 12 units up. NEVER FORGET THAT.
After spin number 10, from the time you started to place bets, your objective is to be -12 units down. Do not try to profit after 10th spin. If you do that, you are not playing "The Garden" system properly. Lets continue with more examples:

These are our numbers from the original example:
19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9,
35, 13, 2, 7, 24, 29, 20, 18, 0, 11
* x x x x *
* x x *

* x *
Lets say first spin number 23 hits, that would have been a lost, but you are not betting first spin, remember? What you do now is to add number 23 at the end of the string; but now you have 25 numbers; so you cross out the first number of the string, ignore numbers with more than one hit, this is easy to do because numbers with more than one hit are circled. So, you cross out number 19. Now your selection should look like this:

19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9, 35, 13, 2, 7, 24, 29, 20, 18, 0, 11,
* x x x x *
* x x *
* x *
* 23 *

Lets say next spin number 27 hits, that would have been a lost, but you are not placing bets yet, remember? So, you add number 27 at the end of the string and cross out number 1. Now your selection should look like this:

19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9, 35, 13, 2, 7, 24, 29, 20, 18, 0, 11,
* x x x x *
* x x *
* x *
* 23, 27 *

Lets say next spin number 11 hits, that would have been a winning, so you can start placing bets next spin. So, you circle number 11. Never forget to circle repeaters numbers, or if they are already circled, don’t forget to add them a "x". Now your selection should look like this:

19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9, 35, 13, 2, 7, 24, 29, 20, 18, 0, 11,
* x x x x *
* x x *
* x *
* 23, 27 *

Now lets say next spin number 36 hits, that is a losing. Now you are -24 units down.
So, you add number 36 at the end of the string and cross out number 21. Remember not to cross out numbers with more than one hit; that is the reason why you don’t cross out number 31 in this example. Now your selection should look like this:

19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9, 35, 13, 2, 7, 24, 29, 20, 18, 0, 11,
* x x x x *
* x x *
* x *
* 23, 27, 36 *

Now lets say next spin, number 7 hits, that is a winning. Now you are -12 units down. So, you add a "x" under number 7. Do not cross out any numbers, since there are not new numbers added to the string. Now your selection should look like this:

19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9,
35, 13, 2, 7, 24, 29, 20, 18, 0, 11,
* x x x x x *
* x x *
* x *
* 23, 27, 36 *

Now lets say next spin, number 18 hits, that is a winning. Now you are even. So, you circle number 18. Do not cross out any numbers, since there are not new numbers added to the string. Now your selection should look like this:

19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9,
35, 13, 2, 7, 24, 29, 20, 18, 0, 11,
* x x x x x *
* x x *
* x *
* 23, 27, 36 *

Now lets say next spin number 9 hits, that is a winning. Now you are 12 units up. Therefore you FINISH THIS SESSION. So in this example you finished the session under circumstance "a", and your winnings-losing balance should look like this:

* -24, -12, 0, +12 *

Lets see an example of a session finished under circumstance "b":

-24, -12, 0, -24, -48, -36, -60, -48, -36, -24, (from now on your objective is -12) -48, -36, -24, -12

Lets see an example of a session finished under circumstance "c":

* -24, -48, -36, -60, -84 *

Lets see another example of a session finished under circumstance "c":

* -24, -12, 0, -24, -48, -72, -96 *

What if you have not more numbers with only one hit to cross out? This question is the reason why you need to know how many times every number have hit. If you come across with this situation, you start crossing out numbers with two hits. Always remember to cross out the oldest number (the closest one to the beginning of the string). If you ever come across with the situation in which you have not more numbers with two hits, cross out numbers with three hits (this circumstance is very rare).

What if a crossed out number hits again? When a crossed out number came back, you ADD IT at the end of the string and CIRCLE IT since it has hit twice. And you CROSS OUT the oldest number with only 1 hit. You should always have only 24 numbers in your selection. If you come across with a situation in wich a "circled and crossed out number" came back, you add it at the end of the string and add a "x" under it, since it has hit three times. Example, lets say that in any given moment your selection look like this:

19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9,
35, 13, 2, 7, 24, 29, 20, 18, 0, 11,
* x x x x x x *
* x x *

* x *
* x *
* 23, 27, 36, 5, 32 *
Next spin, number 21 hits. As it is crossed out, you add it at the end of the string and CIRCLE IT since it has hit twice. And you CROSS OUT the oldest number with only 1 hit (in this example would be number 33). Now your selection should look like this:
19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9, 35, 13, 2, 7, 24, 29, 20, 18, 0, 11,
* x x x x x *
* x x *
* x *
* 23, 27, 36, 5, 32, 21 *
VERY IMPORTANT GUIDELINES:
Always remember you do not bet in the first spin, you must wait until what would have been a winning happens, or until what would have been 3 loses in a row happens, whatever comes first. Always remember: There is a maximum of 10 spins to be 12 units up. NEVER FORGET THIS RULE. Always remember that ONLY after a losing you add a new number, and cross out a number. Always remember that ONLY after a winning you circle a repeater number, or add a "x" to a repeater number. How many sessions should you play and what value of chips? Well, I think the best is to play two sessions a day, 3 or 4 days a week, with € 2 chips. At least that is what I do. But it’s up to you. I suggest you to play as a professional player. What it means? Well, have discipline, stick to the system instructions and don’t be greedy.
What I need from you is: Number of winning sessions. Number of losing sessions. As you know, there are three kinds of losing sessions (-12, -84, and -96). I need the number of losing sessions of all three types. Your total winnings-losing balance. Also if it is possible, number of winning spins and number of losing spins. Your opinion. Of course feel free to e-mail me if you have any questions. Any ideas about any progression or regression to improve results, will be welcome.

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DO NOT COMBINE DIFFERENT STRINGS OF OUTCOMES. EXAMPLE: YOU HAVE A STRING OF 54 OUTCOMES, BUT YOU NEED 36 MORE TO COMPLETE THE REQUIRED 90; YOU CAN NOT TAKE THOSE 36 OUTCOMES FROM ANOTHER STRING.

STRICTLY STICK TO THE SYSTEM, IT IS MECHANICAL AND THERE ARE NOT DECISIONS TO BE MADE.

PLAYING THE SYSTEM:

One of the facts I have had into account to design this system, is the fact that every serious roulette player must know:

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Therefore the system aims to quickly win every session, or quickly finish a losing session; and it has set winning and losing limits. Don't play beyond these limits.

You will play 24 numbers flat bet; the odds are that you will win 64.8% of the spins. It means that out of 100 spins you would win 64.8 of them and the casino would win the others 35.2.

The results would be:

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Some people could think: “Ok, if there is a 64.8% of chances to win every spin, I will try to win 3 or 4 spins in a row and then quit”

Or even a worst thought: “Ok, if there is a 64.8% of chances to win every spin, I will keep betting until I think I have enough profit” That is exactly what the casino wants you to do. Why??

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2) The Playing Period.

1) The Selection Process:

This is the first thing you do to start a session. If there are scoreboards in the tables where you play, it will save you about 40 to 60 minutes of the selection process. Use the table's scoreboard and copy the numbers on paper, or write them down as they hit if there is not scoreboard. You must write the numbers in the same order they hit. When a number repeats, circle it. What you need is a group of 24 different numbers, with at least 10 * repeaters.(see UPDATE) It could take from 34 to 56 outcomes to find a group like this. Most times it takes about 50 outcomes

Example:

19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9,
35, 13, 2, 7, 24, 29, 20, 18, 0, 11

x x x x

x x

x

In this example we have finished a selection process successfully.

There are 10 repeaters, numbers 31, 34, 25, 16, 26, 12, 9, 2, 7, and 29.

Now you are wondering what are those "x". Every "x" means a hit of that number. So now you think: "Ok, so number 31 has hit 3 times". That is wrong, number 31 has hit 5 times.

Pay attention:

First time number 31 hits, you write it down. Second time it hits, you circled it. And every next time the number hits, you add it a "x". Therefore: in the above example we have that, 31 has hit 5 times, 34 has hit 2 times, 25 has hit 2 times, 16 has hit 2 times, 26 has hit 3 times, 12 has hit 2 times, 9 has hit 4 times, 2 has hit 3 times, 7 has hit 2 times, 29 has hit 2 times, and all the others numbers have hit only 1 time. Later, you will learn why you need to know how many times a number has hit. What if you come across with a non playable selection (less than 10 repeaters)? If you come across with a group of 24 numbers with less than 10 repeaters, that is a non playable selection. But don't worry, because it doesn’t happen too often. Also you can track 2 tables at the same time, if you have the chance. If you find a non playable selection, forget it and start a new

one. DO NOT PLAY IT. I know it could be disappointing to track about 34 to 56 outcomes and then leave it, but I think Safety First.

IMPROVEMENTS APPLIED TO "THE GARDEN" SYSTEM.
To avoid so many unqualified sessions (the ones with less than 10 repeaters) I have tested and implemented a new rule. Originally, when you come across with a session with less than 10 repeaters, you should forget it and not play it. Well, I have changed that, and it has proved better results. Firstly, now the necessary amount of repeaters is not 10 anymore, but 9. Now with the new rule, when you come across with a session with less than 9 repeaters, DO NOT FORGET IT. What you should do is the following:
KEEP TRACKING UNTIL YOU GET 9 REPEATERS.
While tracking add new numbers at the end of the string and cross out the oldest number with only 1 hit (the closest one to the beginning of the string). Do this until you have 9 repeaters. Remember that you should ALWAYS HAVE ONLY 24 NUMBERS IN YOUR SELECTION. Do not forget to cross out the oldest number with only one hit every time you add a new number to the string. Do not forget to circle repeaters numbers as they hit. Once you have your 9 repeaters, stop tracking and start the playing period.

2) The Playing Period:
After you have a selection of 24 numbers, you start playing. You place flat bets in all 24 numbers. When you are ready to start and you have your chips, DO NOT BET THE FIRST SPIN. To start playing you have to wait until what would have been a winning happens, or until what would have been 3 loses in a row happens, whatever comes first. Keep tracking these "would be" numbers, as instructed below. Lets continues with the above outcomes example:
19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9,
35, 13, 2, 7, 24, 29, 20, 18, 0, 11
x x x x
x x
x
Lets start with the most common and easy of the sessions. Lets say the first spin (the one you do not bet), number 20 hits; that would have been a winning, so next spin you start betting. Do not forget to track number 20 (circle it, as this is the second time it hits). Now your selection should look like this:
19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9,
35, 13, 2, 7, 24, 29, 20, 18, 0, 11
x x x x
x x
x
So, now you have placed flat bet in all the above numbers. Now lets say number 25 hits. That is a winning, and you are 12 units up.NOW YOU FINISH THAT SESSION.

There are 3 circumstances under which you MUST FINISH a session :
a) When you are 12 units up, between 10 spins from the spin you started to place bets.
b) If you are not 12 units up between 10 spins, you keep playing until you are -12 units down. As soon as you are -12 units down you finish that session. You can do this until spin number 90 (counting from the first spin you have tracked, NOT from the first spin you have placed bets). Don't worry too much about this, as this very rarely happens, if ever. Usually you finish a session before play spin number 20. The longest session I have recorded is 31 spins to finish -12 units; and that have happened once in 750 sessions.
When I talk about 90 spins, I'm talking about the worst possible scenario. I think it is almost impossible to happen, since either you surely will finish the session under circumstance "a" or you will finish when you are -12 units before 90 spins (circumstance "b"), or you will finish the session under circumstance "c".
c) As soon as you are -84 or -96 units down, you finish that session. Of course it is the less common circumstance.
ALWAYS REMEMBER: There is a maximum of 10 spins to be 12 units up. NEVER FORGET THAT. After spin number 10, from the time you started to place bets, your objective is to be -12 units down. Do not try to profit after 10th spin. If you do that, you are not playing "The Garden" system properly. Lets continue with more examples: These are our numbers from the original example:
19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9, 35, 13, 2, 7, 24, 29, 20, 18, 0, 11
x x x x
x x
x
Lets say first spin number 23 hits, that would have been a lost, but you are not betting first spin, remember? What you do now is to add number 23 at the end of the string; but now you have 25 numbers; so you cross out the first number of the string, ignore numbers with more than one hit, this is easy to do because numbers with more than one hit are circled. So, you cross out number 19. Now your selection should look like this:
19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9, 35, 13, 2, 7, 24, 29, 20, 18, 0, 11,
x x x x
x x
x
23
Lets say next spin number 27 hits, that would have been a lost, but you are not placing bets yet, remember? So, you add number 27 at the end of the string and cross out number 1. Now your selection

should look like this:
19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9,
35, 13, 2, 7, 24, 29, 20, 18, 0, 11,
x x x x
x x
x
23, 27
Lets say next spin number 11 hits, that would have been a winning, so you can start placing bets next spin. So, you circle number 11. Never forget to circle repeaters numbers, or if they are already circled, don’t forget to add them a "x". Now your selection should look like this:
19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9,
35, 13, 2, 7, 24, 29, 20, 18, 0, 11,
x x x x
x x
x
23, 27
Now lets say next spin number 36 hits, that is a losing. Now you are -24 units down. So, you add number 36 at the end of the string and cross out number 21. Remember not to cross out numbers with more than one hit; that is the reason why you don’t cross out number 31 in this example. Now your selection should look like this:
19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9,
35, 13, 2, 7, 24, 29, 20, 18, 0, 11,
x x x x
x x
x
23, 27, 36
Now lets say next spin, number 7 hits, that is a winning. Now you are -12 units down. So, you add a "x" under number 7. Do not cross out any numbers, since there are not new numbers added to the string. Now your selection should look like this:
19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9,
35, 13, 2, 7, 24, 29, 20, 18, 0, 11,
x x x x x
x x
x
23, 27, 36
Now lets say next spin, number 18 hits, that is a winning. Now you are even. So, you circle number 18. Do not cross out any numbers, since there are not new numbers added to the string. Now your selection should look like this:
19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9,
35, 13, 2, 7, 24, 29, 20, 18, 0, 11,
x x x x x
x x
x
23, 27, 36
Now lets say next spin number 9 hits, that is a winning. Now you are 12 units up. Therefore you FINISH THIS SESSION. So in this example you finished the

session under circumstance "a", and your winnings-losing balance should look like this:
-24, -12, 0, +12
Lets see an example of a session finished under circumstance "b":
-24, -12, 0, -24, -48, -36, -60, -48, -36, -24, (from now on your objective is -12) -48, -36, -24, -12
Lets see an example of a session finished under circumstance "c":
-24, -48, -36, -60, -84
Lets see another example of a session finished under circumstance "c":
-24, -12, 0, -24, -48, -72, -96
What if you have not more numbers with only one hit to cross out? This question is the reason why you need to know how many times every number have hit. If you come across with this situation, you start crossing out numbers with two hits. Always remember to cross out the oldest number (the closest one to the beginning of the string). If you ever come across with the situation in which you have not more numbers with two hits, cross out numbers with three hits (this circumstance is very rare). What if a crossed out number hits again? When a crossed out number came back, you ADD IT at the end of the string and CIRCLE IT since it has hit twice. And you CROSS OUT the oldest number with only 1 hit. You should always have only 24 numbers in your selection. If you come across with a situation in wich a "circled and crossed out number" came back, you add it at the end of the string and add a "x" under it, since it has hit three times. Example, lets say that in any given moment your selection look like this:

19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9,
35, 13, 2, 7, 24, 29, 20, 18, 0, 11,
x x x x x x
x x
x
x
23, 27, 36, 5, 32

Next spin, number 21 hits. As it is crossed out, you add it at the end of the string and CIRCLE IT since it has hit twice. And you CROSS OUT the oldest number with only 1 hit (in this example would be number 33). Now your selection should look like this:

19, 1, 31, 21, 34, 8, 22, 25, 33, 16, 26, 28, 12, 9,
35, 13, 2, 7, 24, 29, 20, 18, 0, 11,
x x x x x
x x
x
23, 27, 36, 5, 32, 21

VERY IMPORTANT GUIDELINES:
Always remember you do not bet in the first spin, you must wait until what would have been a winning happens, or until what would have been 3 loses in a row happens, whatever comes first. Always remember: There is a maximum of 10 spins to be 12 units up.

NEVER FORGET THIS RULE. Always remember that ONLY after a losing you add a new number, and cross out a number. Always remember that ONLY after a winning you circle a repeater number, or add a "x" to a repeater number. How many sessions should you play and what value of chips? Well, I think the best is to play two sessions a day, 3 or 4 days a week, with $2 chips. At least that is what I do. But it's up to you. I suggest you to play as a professional player. What it means? Well, have discipline, stick to the system instructions and don't be greedy. What I need from you is:

Number of winning sessions. Number of losing sessions. As you know, there are three kinds of losing sessions (-12, -84, and -96). I need the number of losing sessions of all three types.

Your total winnings-losing balance. Also if it is possible, number of winning spins and number of losing spins. Your opinion.

GARDEN SYSTEM TEST RESULTS REPORT: HAND TEST RESULTS
SPINS: 54,008
TOTAL SESSIONS: 1,256
WON SESSIONS: 991 (Every won session is +12)
LOST SESSIONS (-12): 181
LOST SESSIONS (-84): 52
LOST SESSIONS (-96): 32
TOTAL BALANCE: +2,472

LONG TERM COMPUTER TEST RESULTS
TEST 1:
SPINS: 115,000
TOTAL SESSIONS: 2,753
WON SESSIONS (+12): 2,211
LOST SESSIONS (-12): 341
LOST SESSIONS (-84): 132
LOST SESSIONS (-96): 69
TOTAL BALANCE: +4,728

TEST 2:
SPINS: 80,000
TOTAL SESSIONS: 2,215
WON SESSIONS (+12): 1,771
LOST SESSIONS (-12): 291
LOST SESSIONS (-84): 102
LOST SESSIONS (-96): 51
TOTAL BALANCE: +4,296

TEST 3:
SPINS: 223,000
TOTAL SESSIONS: 6,015
SESSIONS WON (+12): 4,804
SESSIONS LOST (-12): 804
SESSIONS LOST (-84): 265
SESSIONS LOST (-96): 142
TOTAL BALANCE: + 12,108

TEST 4:

SPINS: 325,148
TOTAL SESSIONS: 8,977
SESSIONS WON (+12): 6,967
SESSIONS LOST (-12): 1,459
SESSIONS LOST (-84): 369
SESSIONS LOST (-96): 182
TOTAL BALANCE: + 17,628
WHAT IT MEANS?
It means that there are a total of 21,216 sessions. Lets say you play 4 sessions a day, 5 days a week; that would be 80 sessions a month, or else 960 sessions a year. 21,216 / 960 = 22.1 years

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